PP0220

SAM'S Journey

GAME MANUAL

Greetings, Retro Gamer!

Thank you for purchasing Sam's Journey, an original scrolling platform game for the Nintendo Entertainment System. It's about a cute little hero called Sam who finds himself on an unexpected journey through a strange and mystical world.

Your task is to guide Sam through more than a dozen exciting locations such as deep forests, hot deserts, and frozen mountains. Discover secret passages, find hidden coins, trophies, and gems, and avoid the dastardly creatures!

As well as basic moves such as run, jump, climb and swim, Sam can also pick up items, carry them around, and throw them at enemies! And with the power of special costumes, Sam can completely change his appearance and gain additional skills!

Sam's Journey is our very first game production on the NES. We really appreciate your support and hope that you have as much fun playing this game as we had making it!

Chester Stefan Alex

Chester Kollschen, Stefan Gutsch, and Alex Ney
Knights of Bytes

Getting Started

A standard NES controller is required to play »Sam's Journey«. Connect your controller to port 1 of your console.

Insert your Sam's Journey cartridge with the label facing up into the cartridge slot of your NES and push it down to lock it. Then switch on your console. The game will welcome you with its title sequence.

Push START on your controller to start playing.

Note: *If the red power LED of your NES blinks, the cartridge's built-in security chip has to be configured for your console. This is a one-time procedure. Just push the RESET button on your NES multiple times until the LED stops blinking.*

Note: *To prevent hardware damage, please ensure your NES is switched off before you connect any controllers or insert the game cartridge.*

Select a Game

Sam's Journey features three game slots to save your game. Press START in the title sequence, then select the game slot you wish to use.

For example, you could use game 1 for your own progress and allow family members or friends to use game 2 or game 3.

Once you've selected a game slot, you can see the current progress for that game, including overall score and time played.

Choose ***SELECT*** to pick a different game slot, or select ***PLAY*** to start the game.

You can also select ***MANAGE*** to access further options: ***RESET*** will erase the selected game, while ***COPY*** allows you to copy the selected game to another game slot.

Note: *Please use these options with care!*

The Story

Whenever you start a new game, you'll be treated to an introductory sequence which sets the scene for the game. It begins one night in Sam's bedroom ...

After this short introduction, Sam will be dropped right into the action!

The Map

At the beginning of his journey, Sam finds himself at the bottom of a huge island. The path to the top of the island leads through The Lowlands, The Midlands, and The Highlands, each of which has its own map containing multiple levels. In total there are 30 levels for Sam to explore!

Starting a Level

To start playing, move Sam to a level access point using ⬅⬆➡⬇ and push Ⓐ.

When Sam stands on a level access point, you can see the level's name, its current status, and the best score achieved in that level so far.

A black star means that Sam hasn't completed the level yet. You must complete each level in sequence in order to progress to the next.

A yellow star indicates that Sam has completed the level at least once. You may replay any level as often as you like to grab any collectibles you may have missed and improve your score.

Saving the Game

You can push START on the map to open a menu. Select ***SAVE*** to save your current game.

Tip: *Even if you don't make any progress, save your game in order to keep track of the total time played!*

Gameplay

Sam enters each level through the start door. Your objective is to guide Sam safely through the level and enter the flashing exit door (this will award you with a yellow star on the map screen).

Throughout his journey, Sam will encounter many creatures, most of which can be defeated by jumping on their heads. However, some creatures require a more powerful attack, while others may be completely immune to Sam's strikes!

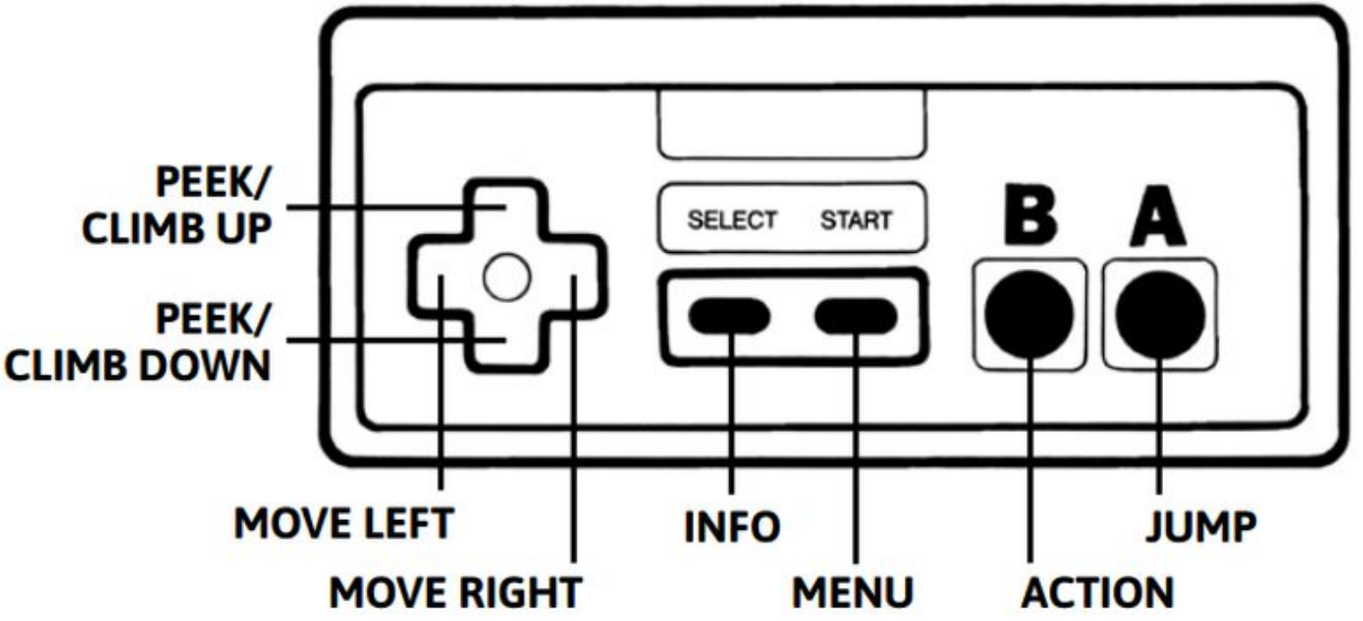
Pause Menu

Just hit START to pause the game and see Sam's current status. You can resume the game or retry from the last hoisted flag. You can also restart the level completely or quit the current level and go back to the map.

Note: *The menu also appears if Sam is killed by an enemy or falls into an abyss.*

Controls

Sam is controlled using a controller connected to control port 1. While his basic abilities are shown in the picture on the right, Sam's rich and versatile set of moves and actions is detailed on the following pages.



Running

Use ⬅ or ➡ to make Sam run in the desired direction.
The longer you hold ⬅ or ➡, the faster Sam runs.

Jumping

Push Ⓐ to make Sam jump.
The longer you hold Ⓐ, the higher Sam jumps.

Push Ⓐ while running to jump diagonally. The faster Sam runs, the farther he jumps.
Use ⬅ or ➡ to affect Sam's direction while in the air.

Hold Ⓐ when landing on enemies, switches, or trampolines to jump off them.

Peeking

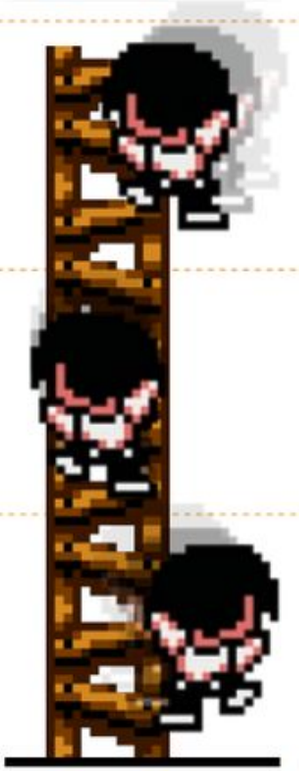
When Sam is standing on the ground:
Push and hold ⬆ to peek up.
Push and hold ⬇ to peek down.
Release ⬆ or ⬇ to stop peeking.

Climbing

When Sam is standing above or in front of a climbable object:
Use ⬆ or ⬇ to make Sam grab the object and climb up or down.

When Sam is flying through the air: Push ⬆ or ⬇ or Ⓐ to grab a climbable object.

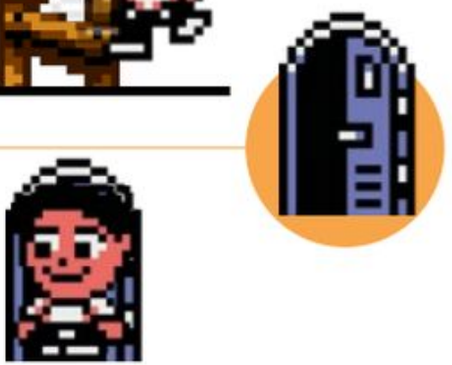
When Sam is on a climbable object: Push ⬆ or ⬇ to climb vertically and ⬅ or ➡ to climb horizontally.



Push Ⓐ to jump off.
Push Ⓑ to drop off.

Entering Doors

When Sam is standing in front of a door:
Push ⬆ to enter the door.
Note: Sam must be carrying a key to enter locked doors.



Swimming

When Sam is immersed in water:
Use ⬅ or ➡ to make Sam swim into the desired direction.

Push Ⓑ to make Sam perform a swimming stroke and gain height.

Push Ⓐ to jump out of the water when Sam is at the surface.
Note: *Sam can hold his breath underwater indefinitely.*

Carrying Objects

Push Ⓑ in front of a movable object to make Sam pick it up.

Push Ⓑ to throw the object that Sam is currently carrying.

Push Ⓑ in combination with ⬅ or ➡ to throw the object even farther.

Hold ⬇ and push Ⓑ to drop an object exactly where Sam is standing.

Costumes

When Sam collects a costume, he will change appearance and gain that particular costume's super powers. Wearing a costume also allows Sam to take a hit from an enemy without dying.

Note: *Sam will lose his current costume if he is hit by an enemy!*

Ninja Sam

Ninja Sam can cling to walls and jump his way up narrow vertical passages.

Push Ⓐ to make Ninja Sam cling to a wall.

When Ninja Sam is clinging to a wall: Push Ⓐ to jump off the wall.

Push and hold ⬇ to slide slowly down the wall.

Push Ⓑ to drop off.

Tip: *Ninja skills come in useful on many different levels!*

Space Sam

Space Sam wears a jetpack that enables him to perform double-jumps, radically increasing his jumping height and distance.

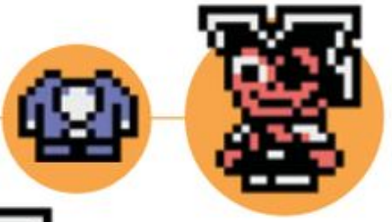
After Space Sam has performed a jump: Push and hold Ⓑ to fire a blast from Space Sam's jetpack.
Tip: *Use the jetpack to slide up walls and find secret passages!*

Pitcher Sam

Pitcher Sam can throw rocks and chests with a powerful, targeted pitch. His baseball cleats also prevent him from sliding on ice!
If Pitcher Sam is carrying a rock or a chest:
Push and hold ⬆ to prepare a power pitch and activate the crosshairs.
Release ⬆ to cancel the power pitch.

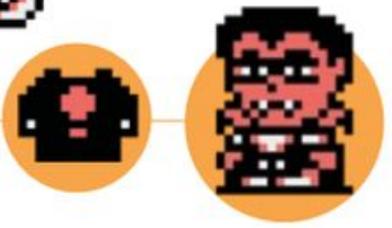
Push Ⓑ while aiming to throw the object in the direction of the crosshairs.
Tip: *A pitched object will collect any collectibles it hits along the way!*

Pirate Sam



Pirate Sam can attack his enemies with his mighty cutlass!
Push Ⓑ to make Pirate Sam swing his cutlass.
Tip: *The cutlass is also useful for opening chests!*

Vampire Sam



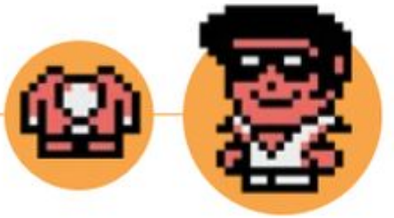
Vampire Sam can transform into a bat and fly short distances.
Hold ⬆ and push Ⓑ to transform Vampire Sam into a bat.

While Vampire Sam is a bat:
Use ⬅ or ➡ to make Vampire Sam fly in the desired direction.

Push Ⓑ to make Vampire Sam flap his wings and gain height.

Push ⬇ or touch the ground to turn back into human form.
Tip: *Vampire Sam's bat flight time is extended should he run into any collectibles!*

Disco Sam



Disco Sam's signature twist allows him to remain in the air for longer periods. He'll also inflict twice his usual damage if he collides with an enemy!

While Disco Sam is in the air:

Push and hold Ⓑ to make Disco Sam perform his twisting move.

Use ⬅ or ➡ to steer Disco Sam in the desired direction.

Tip: *Disco Sam's cool shades can reveal secret passages—use the Peeking function to activate them!*

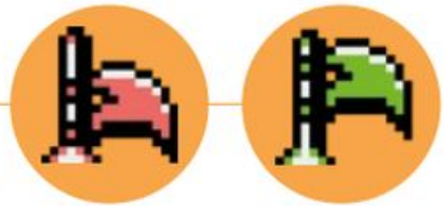
Usables

There are many useful objects in the game that Sam can interact with:

Doors

Doors connect the various parts of each level; some are sealed, while others are locked and require a key in order to be opened. Watch out for the flashing door—that's the level exit!

Flags



There are several flags dotted throughout each level. Whenever Sam reaches a lowered flag, he will hoist it (lowering all the others). Should Sam lose his life, you can rewind to the last hoisted flag.
Tip: *It may not always be advantageous to hoist a flag!*

Rocks

Rocks are found in specific locations throughout each level. Sam can pick up and throw rocks to defend himself against his enemies, and they're also handy for opening any chests which Sam encounters on his travels.
Tip: *Use Pitcher Sam to throw rocks with greater power and precision!*

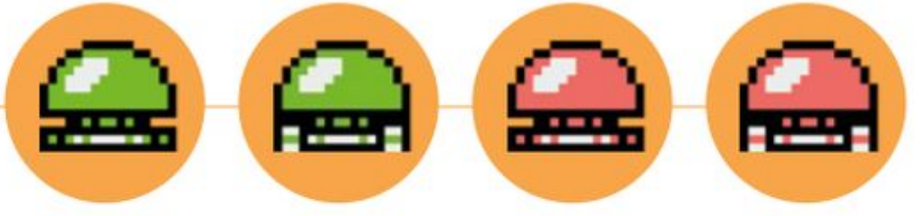
Chests

Chests contain all manner of goodies including costumes, diamonds, coins, and trophies (and occasionally keys, switches, and trampolines). Sam can open chests by throwing rocks or chests at them, or by using Pirate Sam's cutlass.
Tip: *Sam can also use chests against his enemies!*

Keys

Keys are typically found in specific locations throughout each level, but on rare occasions, Sam may also find a key hidden inside a chest. Sam can only enter a locked door if he is carrying a key.
Tip: *Once you find a key, make sure you hold onto it!*

Switches



Some blocks in the level can be toggled on or off by using switches; if the switch is green the blocks are off; if the switch is red, the blocks are solid. Sam can activate a switch by simply jumping on it. Additionally, some switches are portable and can be moved to more useful locations!
Tip: *Beware the switches that have a timer and switch back automatically!*

Collectibles

In each level, there are 40 diamonds, 10 coins, and 3 trophies for Sam to discover. The more collectibles Sam acquires, the higher the score. Can you get the perfect 100 percent score for every level?

Diamonds

Diamonds are the most common collectible, and are typically found dotted along Sam's path through the level. Each diamond is worth one percent of the level score.

Coins

Rarer than diamonds, coins are typically found off the beaten path and usually require Sam to use a particular costume—or explore hidden areas—to reach them. Each coin is worth 3 percent of the level score.

Trophies

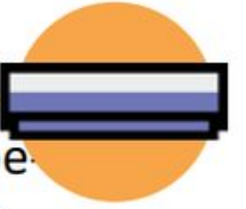
Trophies are extremely rare, and are dropped by specific enemies when killed. In order to collect them all, Sam must therefore locate the three trophy ›keepers‹ dotted around each level. Each trophy is worth ten percent of the level score.

Transportation

Trampolines

Trampolines can be used by Sam to perform extra-high jumps (see Jumping). Like many objects in the game, trampolines are portable and can be moved to more useful locations!

Moving Platforms



There are several types of moving platforms within the game: some follow a specific path, some travel back and forth between two points, some platforms sink as Sam lands (and rise back up when he jumps), and some will fall off the screen when Sam lands on them!

Cannons

Cannons can be used to catapult Sam over long distances. Some of them are fixed, some of them move, and some of them even rotate! Additionally, some cannons require you to push fire at the opportune moment, while others will fire automatically.

Owls

These friendly creatures don't mind Sam jumping on their heads if it helps him to reach otherwise inaccessible areas of the level.

Creatures

Sam will encounter a multitude of weird and wonderful creatures on his journey, for instance:

Roamers

These fellas aren't much of a threat, and can be dispatched with a single jump on their heads. Roamers usually wander aimlessly back and forth, but as Sam gets further into the game, he'll encounter Roamers with new tricks up their sleeves!

Wasps

These aggressive creatures can be found guarding specific places or items of interest. Some hover on the spot, others follow specific paths, and some even shoot their stinging venom at Sam! They can't be jumped on, so a carefully-aimed rock (or chest!) is usually required.

Caterpillars

Don't be fooled, this innocent-looking creature is more dangerous than it appears! Caterpillars require two jumps on their heads, but will become faster and more aggressive after the first hit. Some of them even shoot at Sam!

Frog Boss

This giant beast lies in wait for Sam at the end of the Lowlands. Initially Sam can only avoid the oversized amphibian's attacks, but later on Sam will discover a way to strike back!

Calling It a Day

If you wish to finish your gaming session, please make sure to save your game so you won't lose your progress!

Push and hold the RESET button on your NES while switching off the console. Then push down the game cartridge to unlock it and remove it from the cartridge slot.

Credits

Knights of Bytes

Chester Kollschen: Code, Design, Additional Graphics, Sound Effects
Stefan Gutsch: Pixel Art, Level Design, Additional Design, Cover Art
Alex Ney: Soundtrack

poly.play

Sebastian Bach: Boxed Edition Design, Game Manual Design, Goodie Design, Game Production and Distribution

Partners

Mike Siddons, RetroStage: PCB Design and Supply

Quality Assurance

Sven Bornholdt: Testing
Milo Mundt: Testing

A Big Thanks

to ***jsr*** for the awesome FamiTracker, and ***Magnus Lind*** for the great Exomizer.

A Game by

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Stefan Gutsch

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for the Nintendo Entertainment System*

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